
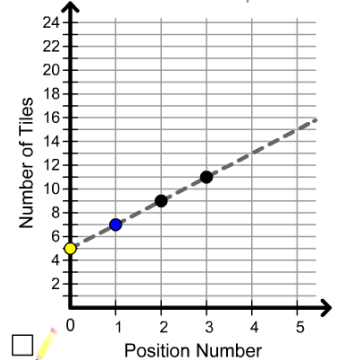
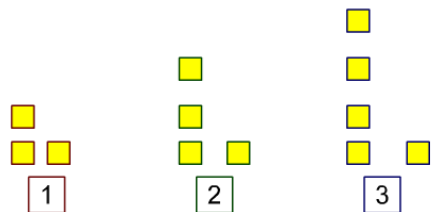
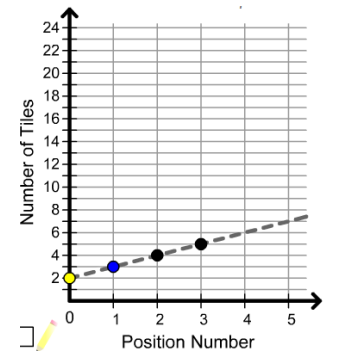
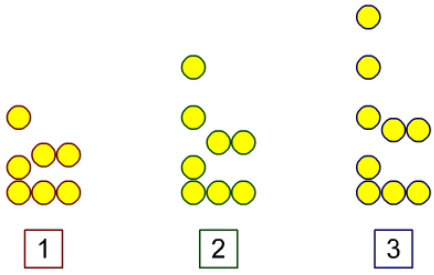
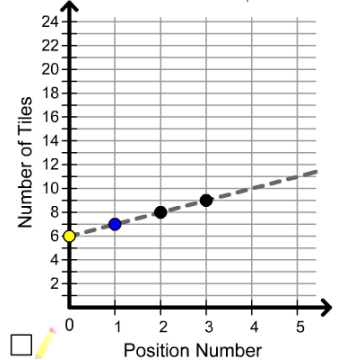

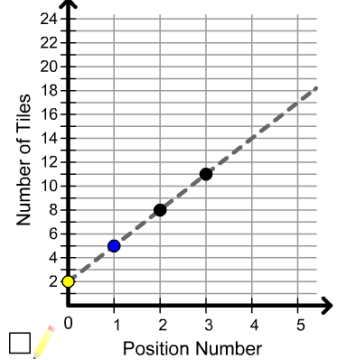
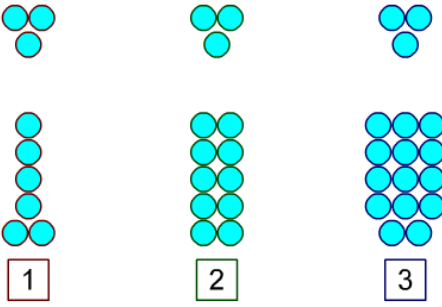
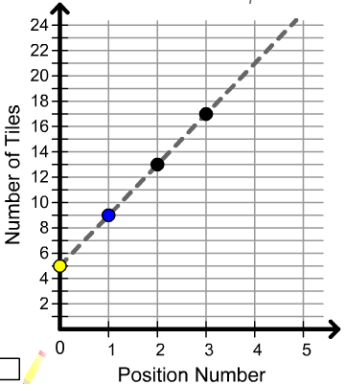
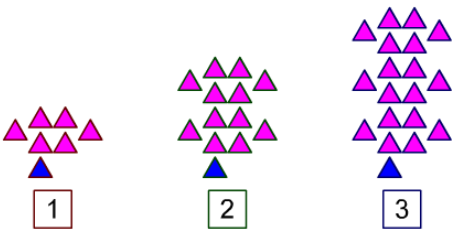
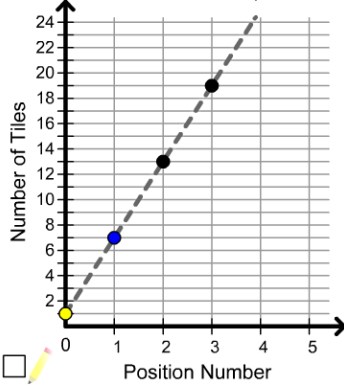
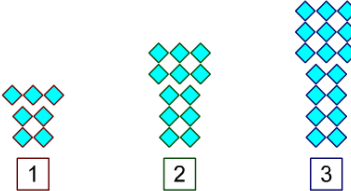
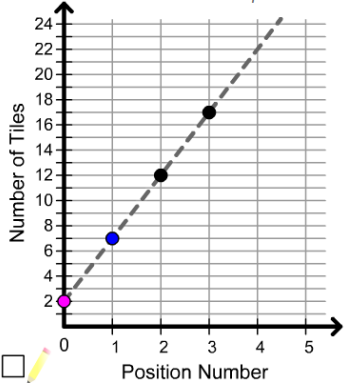

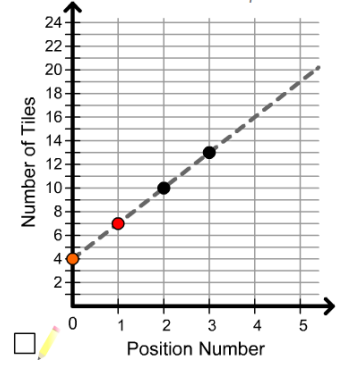
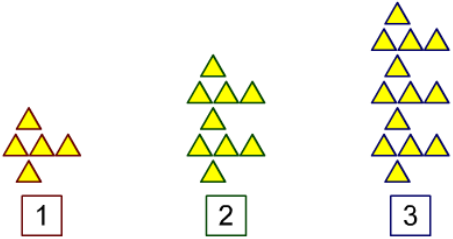
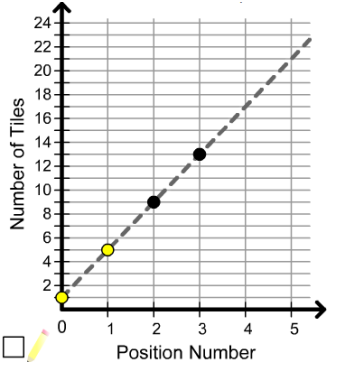
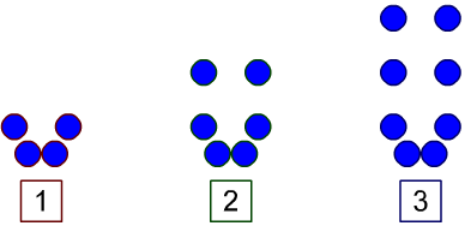


	Pictorial Representation	Pattern Rule Representation	Graphical Representation
A		<p>Number of Tiles = (Position Number) x 2 + 5</p>	
B		<p>Number of Tiles = (Position Number) x 1 + 2</p>	
C		<p>Number of Tiles = (Position Number) x 1 + 6</p>	
D		<p>Number of Tiles = (Position Number) x 3 + 2</p>	

E		<p>Number of Tiles = (Position Number) x 4 + 5</p>	
F		<p>Number of Tiles = (Position Number) x 6 + 1</p>	
G		<p>Number of Tiles = (Position Number) x 5 + 2</p>	
H		<p>Number of Tiles = (Position Number) x 3 + 4</p>	

I		<p>Number of Tiles = (Position Number) x 4 + 1</p>	
J		<p>Number of Tiles = (Position Number) x 2 + 2</p>	